



Europäisches Patentamt
European Patent Office
Office européen des brevets

⑧ Publication number:

0 281 402
A2

⑨

EUROPEAN PATENT APPLICATION

⑩ Application number: 88301874.9

⑪ Int. Cl. 4: G 07 F 17/34

⑫ Date of filing: 03.03.88

⑬ Priority: 06.03.87 GB 8705323

⑭ Applicant: BARCREST LIMITED
Margaret Street
Ashton-under-Lyne Lancashire OL7 0QQ (GB)

⑮ Date of publication of application:
07.09.88 Bulletin 88/36

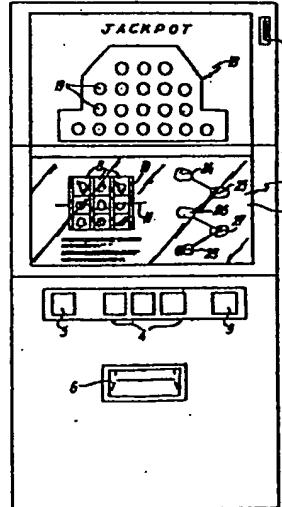
⑯ Inventor: Wain, John Laurence
74 Southdown Crescent
Cheadle Hulme Cheshire (GB)

⑰ Designated Contracting States:
AT CH DE ES FR LI NL

⑲ Representative: Quest, Barry et al
MC'CAW & Co. 41-51 Royal Exchange Cross Street
Manchester M2 7BD (GB)

⑳ Entertainment machines.

㉑ A coin-operated entertainment machine, such as a fruit machine, can be used to play a game resulting in the selection and display of a combination of symbols. A win indication is given in the event that a winning symbol combination is obtained. A jackpot display (18) is provided and the player has an opportunity of obtaining a jackpot win and a corresponding award. When a jackpot win is obtained the machine may operate to augment the displayed jackpot value and the corresponding amount awarded.



Whilst reference is made to movement of features on and interpretation of the displayed information on the front panel 2, it is of course to be appreciated that the motivation for the changes in the displays and the interpretation of such changes occurs within the control unit 12. Thus, when lights advance up rungs of the ladder 17 in correspondence with overprinted numbers on the reel displays, this occurs because the unit 12 knows the stopping positions of the reels (as discussed above) and is therefore able to derive a numerical value (corresponding to the overprinted number) from stored data. This numerical value is used to control the transmission of switching pulses to the ladder lights and the finally illuminated rung is known as a function of the number of such switching pulses. Similarly, movement of the coins and illumination of region 19 is controlled by feed of switching pulses from the unit and the operation of the device 20 and the payout to be made are determined by the unit 12, with reference to stored data and not by reference to the region 19 illuminated.

It is of course to be understood that the invention is not intended to be restricted to the details of the above embodiment which are described by way of example only. In particular, although reference is made to coins and to a payout it is to be understood that the jackpot may represent nudges or other features rather than coins.

5

10

15

20

25

30

display is progressively visually changed during the course of a game in a manner simulating filling thereof.

6. A machine according to claim 5, characterised in that said simulated filling comprises simulated movement of coins into the jackpot display (18).

7. A machine according to any one of claims 1 to 6, characterised in that when made available the jackpot value is only awarded after operation of a player control (5).

8. A machine according to claim 7, characterised in that an opportunity is provided for gambling the award value.

9. A machine according to any one of claims 1 to 8 which is a fruit machine.

35

40

45

50

55

60

65

Claims

1. A coin- (or token-) operated entertainment machine which is operable to play games resulting in the selection and display of combinations of symbols and with which a win indication is given in the event that a symbol combination of a predetermined winning nature is obtained and wherein at least one jackpot display (18) is provided and the player has the opportunity in at least some games of achieving a jackpot win and thereby obtaining a prize award determined by an accumulated value shown on such jackpot display, characterised in that there is provided means (20) for augmenting the displayed accumulated value and the corresponding prize award when the player achieves the jackpot win.

2. A machine according to claim 1, characterised in that the prize award is augmented such that a predetermined maximum prize value is obtained irrespective of the displayed value prior to the win.

3. A machine according to claim 1 or 2, characterised in that there are different jackpot displays (18).

4. A machine according to any one of claims 1 to 3, characterised in that the or each jackpot display (18) comprises a simulated coin receptacle with a plurality of regions (19) whereat simulated coins can be displayed.

5. A machine according to any one of claims 1 to 4, characterised in that the or each jackpot

0281402

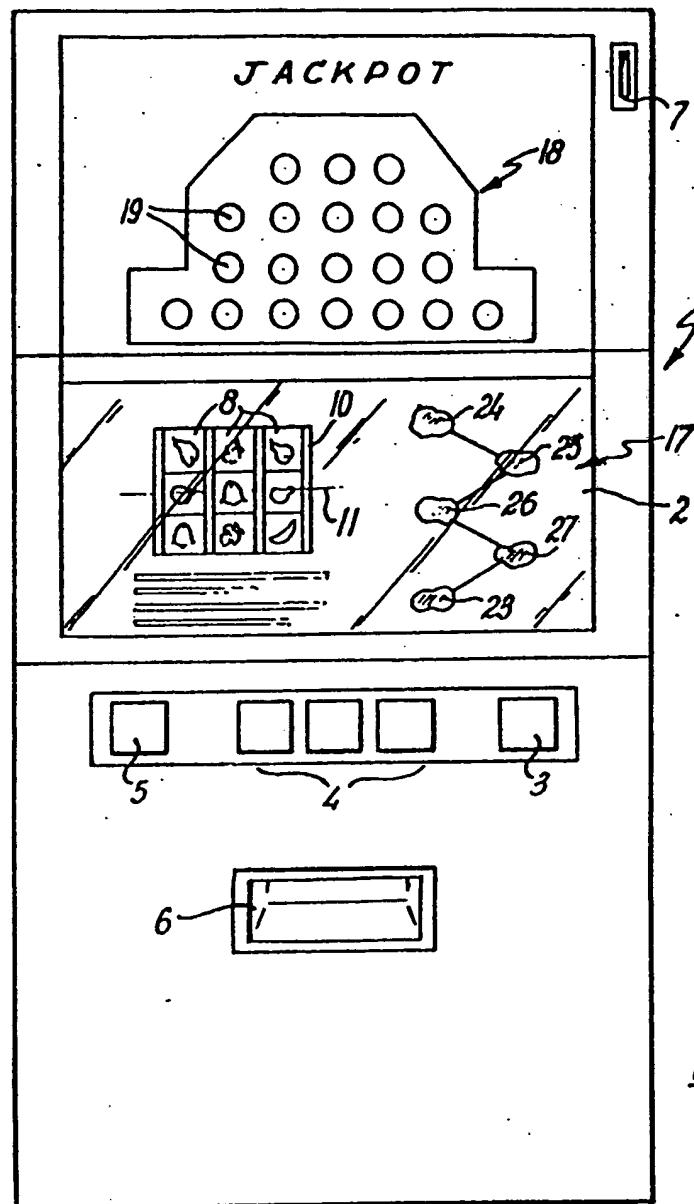


FIG. 1

